

JONATHAN SITTHIPHONH

PORTFOLIO 2025

Selection of 28 projects

<http://www.jonathansitthiphonh.com>

SITTHIPHONH Jonathan RESUME 2025

Born on December 6th 1983 in Reims, France

Work and live in : Les bassineries 18380 MERY-ÉS-BOIS, France

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-----STUDY / DEGREES

2009/2010 : Bourges National School of Art / France / MASTER Degree in Contemporary Art
2008/2009 : Beijing Central Academy of Fine Art / China / Exchange Student (13 months)
2005/2008 : Bourges National School of Art / France / BACHELOR Degree in Contemporary Art
2004/2005 : Reims School of Art and Design / France / 1st year object design
2003/2004 : Reims Sciences University / France / 1st year Mathematics and Informatics
Scientist French High School Diploma specialize in mathematics (with distinction),
BAFA (French diploma for youth leaders and workers), Driving license

-----RESIDENCY PROGRAMS

2024 : Maison Garenne / CC Dômes Sancy Artense / St-Sauves d'Auvergne/ France (3 months)
2023 : Beaux lieux / Association B2X / Beaulieu-lès-Loches / France (3 months)
2021/22:2Angles / Relais culturel Régional / Flers / France (6 months)
2020 : La Châtaigneraie / SESAME Autisme Cher / Osmoy / France (2 months)
Usine UTOPIK / Association ADN/ Tessy-sur-vire / France (2 months)
2019 : PAIR Program / Pier-2 Art Center / Kaohsiung / Taiwan (3 months)
2017 : Axénéo7 / La Filature / Gatineau / Canada (1 month)
A la Belle Etoile / Association La Belle Etoile et DRAC A-R-A/ Grahly / France (1 month)
2016 : ACAC Autumn AIR Program / Aomori Contemporary Art Centre / Japan (3months)
2014 : Artist In Aso / AIA EC and Kumamoto Prefecture/ Oguni machi / Japan (3 mois)
Lizières / Centre de cultures et de ressources / Château d'Épau-Bézu / France (1 month)
2013 : The Josef & Anni Albers Fondation / Bethany / Connecticut / USA (2 months)

-----EDUCATIONNAL PROGRAMS

2021/22 :Project EAC / Musée de l'Homme MNHN / Paris (6 months)
2021 : Project TREAC / ENSA Bourges et Collège Jean Moulin / St Amand-Montrond (6 months)
2019 : Mission d'Appui Artistique / APEI de Denain et DRAC H-F / Denain (2 months)
2018 : Artiste Rencontre Territoire Universitaire / ComUE de Lille et DRAC H-F / Lille (4 months)
2017 : Arts et Sciences / Centre de ressources Le Bento / Mulhouse (3 months)
2016 : Contrat Local d'Education Artistique / DRAC H-F / Cambrai (4 months)

-----SOLO EXHIBITIONS (selection)

2024 : Les enfants d'abord / CC Dômes Sancy Artense / Saint-Sauves d'Auvergne
2023 : Fûtreau /Outdoor installation still in display at Roy's pasture in Loches
2022 : Cernunnos/Outdoor installation still in display in front of Champsecret school

2020 : Golem/Outdoor installation still in display at la Châtaigneraie's parc in Osmoy
2019 : Retrofuturistic Engineering/ Pier-2 Art Center/ Kaohsiung / Taiwan
2018 : Les transhumanismes et leurs récits .../ CHAIRE « Ethique et transhumanisme(s) »/ Lille
Variations/ ComUE de Lille et DRAC H-F / Centre d'Art Ronzier / Valenciennes
(Dé)construction / ComUE de Lille et DRAC H-F/ Galerie du Dôme / Arras
Ingénierie Onirique/ ComUE de Lille et DRAC H-F / Galerie des 3 Lacs / Lille
2017 : Main(S)-d'oeuvre / Biennale la Culture du Risque / CC91 / Le Silo / Méréville
Main-d'oeuvre/ Biennale la Culture du Risque / CC91 / E.P.S B.Durand / Etampes
2016 : Bestiaire / Service Culturel de la ville / Chapelle des Jésuites / Cambrai
Le Croco de Monsieur Jo / Collectif Karakol / Farmtruck / Cambrai
2015 : Utopie mécanique / L'atelier Val d'Aubois / Le Luisant / Germigny l'Exempt
Icare 2.2 / Sometimes Studio / Paris
Icare / Le POCTB / La Borne / Bonneval
2014 : Saru no O / AIA Executive Committee / Oguni Yu Station / Oguni machi / Japan
The Wandering Ape / Street Art Plex /Performative exhibition/ Kumamoto City / Japan
Panorama / Le Radar / Galerie du Hague Dike / Beaumont-Hague
Panorama / Le Radar / Galerie du Collège Jean Monnet / Flers
Panorama / Le Radar / Galerie du Lycée Paul Cornu / Lisieux
2013 : Open Studio / The Josef&Anni Albers Foundation / Bethany / Connecticut / USA

-----GROUP EXHIBITIONS (selection)

2023 : Beaux lieux 2023/ Association B2X / Beaulieu-lès-Loches
2020 : #63#64#65/ Usine Utopik - Association ADN/ Tessy-sur-vire
2019 : ZOO2 : Défenses naturelles / Atelier 121 / Bourges
Ailleurs si j'y suis / ENSA-La Box-Emmetrop / Château d'eau / Bourges
Futurs harmonieux / Labomédia/ Carré d'Auron / Bourges
2018 : ZOO / Atelier 121 / Bourges
4 (...) !/ La plus petite galerie du monde (ou presque) / Roubaix
2017 : PERF/ Axeneo7/ Gatineau / Canada
2016 : Kaetemiru - Time for a change / Aomori Contemporary Art Centre / Aomori / Japan
2015 : Come in we're Open / Atelier 121 / Bourges
Métamorphose / Service culturel de la ville /Galerie François 1ER / Aubigny-sur-Nère
2014 : Final / AIA Executive Committee / Sakagura Gallery / Aso City / Japan
Lézard pour l'école / Centre de Culture Ressources Lizières / Château d'Épau-Bézu
Satourne / Atelier 121 / Salles d'armes du Château / Château de Meillant
Lauréats Art XXIème / Service Culturel de la Ville / Centre Culturel / Etrechy
OVNI / Centre de Cultures et de Ressources de Lizières / Château d'Épau-Bézu
2013 : Extrait / Centquatre / Atelier 7 / Paris
Discount / Association Jeune Création / Galerie Jeune Création / Paris
David et Jonathan Play In The Attic / Association PITA / Espace PITA / Bourges
Art XXIème / Service Culturel de la Ville / Centre Culturel / Etrechy
2012 : Jeune Création 2012 / Association Jeune Création / Centquatre / Paris
2011 : La Décharge / Festival International du Film Ecologique / Auditorium / Bourges

----- GRANT / PRICE

- 2020 : Support grant (aka «Aide à l'installation»)from DRAC Centre Val de Loire
- 2019 : Occasionnal grant (aka «Secours exceptionnel») from CNAP of Paris
- 2015 : Creative grant (aka «Aide Individuelle à la Création») from DRAC Centre Val de Loire
Occasionnal grant (aka «Allocation exceptionnel») from CNAP of Paris
- 2012 : Residency Price winner of Jeune Création show 2012 in Paris

----- PUBLICATION / CATALOGUE

- 2021 : Catalogue PAIR 2019 /Pier-2 Artist in Residence Program/ Taiwan
- 2020 : Catalogue #65 / Usine Utopik - Association ADN/ Tessy-sur-vire
- 2017 : Catalogue ACx2 March 2017 N°18/ ACAC et Aomori Public University/ Japan
Catalogue Kaetemiru - Time for a change / ACAC et Aomori Public University/ Japan
- 2016 : Catalogue La Borne Saison 6 / Le POCTB/ Orléans
- 2015 : Catalogue AiA 2014 / AIA Executive Committee and Kumamoto prefecture/ Japan
Book cover of L'homme augmenté face au droit/ University of Lille 3/ Lille
- 2012 : Catalogue Jeune Création 2012/ Association Jeune Création / Paris

-----LECTURES (selection)

- 2025 : University of Picardie Jules Vernes / Amiens
- 2021 : University of Picardie Jules Vernes / Amiens (video conference hence Covid-19)
- 2019 : Pier-2 Art Center/ Kaohsiung / Taiwan (group conference)
- 2018 : University of Lille /Lille (several conferences in different location)
- 2016 : Aomori Contemporary Art Center / Aomori / Japan
- 2014 : University of Kumamoto/ Japan (group conference)

-----ART RELATED WORK EXPERIENCES

- 2025 : Artwork restoration of Berth Theis project «Les Croix» for Domaine de Chamarande
Production of scenographic set elements for Les Tanneries Contemporary Art Center
Production of scenographic set for FRAC Centre in Orléans
Exhibition technician for Edgar Sarin show at Domaine de Chamarande
- 2024 : Exhibition technician for Pauline Bazignan show at Fontevraud Modern Art Museum
Production of scenographic set element for the city of Blois
Production of scenographic set for Fondation du Doute in Blois
Exhibition technician for Bernard Buffet, exhibition at Fontevraud Modern Art Museum
Exhibition technician for Jean Marie Bytebier show at Fontevraud Modern Art Museum
Production of scenographic set for FRAC Centre in Orléans
Exhibition technician for Domaine de Chamarande
- 2023 : Production of scenographic set elements for Maison du Parc Régional at Montsoreau
Exhibition technician for Abraham Poincheval show at Domaine de Chamarande
Exhibition technician for Rembrandt show at Fontevraud Modern Art Museum
Artwork production assistant for Capucine Vever and FDAC de Chamarande
- 2022 : Exhibition technician for Marion Jeantet Laval show at Domaine de Chamarande
Exhibition technician for Domaine de Chamarande

- Production and Exhibition technician for the 3rd Architecture Biennale in Vierzon
- Exhibition technician for FRAC Centre in Orléans
- 2021 : Exhibition technician for Michel Nedjar show at Domaine de Chamarande
Exhibition technician for Guy Rottier show at FRAC Centre in Orléans
Exhibition technician for FRAC Centre in Orléans
- 2020 : Exhibition technician for the opening of Fontevraud Modern Art Museum
Exhibition technician for FRAC Centre in Orléans
- 2019 : Production and Exhibition technician for the 2nd Architecture Biennale in Orléans
- 2018 : Production and Exhibition technician for FRAC Centre in Orléans
- 2017 : Production and Exhibition technician for FRAC Centre in Orléans
Exhibition technician for Meymac contemporary Art Centre
- 2015 : Exhibition technician for FRAC Centre in Orléans
Production of scenographic set for Maison de l'Architecture du Centre in Sully-sur-Loire
Exhibition technician for Orleans Design and Art School in LVMH research centre
Production of scenographic set for Vendome Triennale at Manège Rochambeau
Exhibition technician for Orleans Design and Art School in FRAC Centre in Orléans
- 2014 : Stage Manager for Bandits Mages Association in Bourges
- 2010 /13: Sculptor Assistant for Osman Dinc in his Paris and Châteauneuf sur Loire workshops
Gallery Manager for Gallery La Box in Bourges
- 2011 : Stage Manager for the 12th Bandits Mages Festival in Bourges
Pyrotechnist for Ephémère S.A.R.L for DDMC show in Mons, Belgium
Wood Workshop Manager for Bourges National School of Art
Silk Screen Workshop Manager for Bourges National School of Art
Silk Screen Teacher for High School Student of Sillery near Reims
- 2010 : Silk Screen Printer for Gallery La Box and Various Associations of Bourges
- 2009 : Video Maker-Editor for French Embassy Cultural Department of Beijing, China
Silk Screen Printer for French Embassy Cultural Department of Beijing, China
Graphic Designer for Studio X, Architect studio in Beijing, China
- 2008 : Assistant (internship) for Tan Ping Exhibition set at Guomao Today Art Museum in Beijing
- 2007 : Video Assistant (internship) for International Picture Biennale of Luang Prabang / Laos
Silk Screen Printer (internship) for the 10th Bandits Mages Festival / Bourges / France
- 2006/10: Video Teacher (part time job) Elementary and Middle School Student of Sillery

About my work



My concern deals with the mechanism of movement and the interaction between the user and his instrument. I shape tools that fuse with me, like a prosthesis that enhances a limb. Following my movements, the device activates and gives birth to a hybrid being.

All of my work can be seen as a laboratory, where the failed projects stand alongside the work in progress: the shape of my sculptures is not final but evolve through time. I improve them endlessly according to the skills I learn, the experience I get.

It's a reflection on the human body and how to upgrade it with our own hand. An obsession of becoming more than human, that ultimately fails.

Indeed despite the mechanisms features and efficiency, my work remains restrictive for the user: Instead of improving my physical ability, it limits me. This failure is the main point of my artistic concern.

My work witnesses human limits, while celebrating the desire of mankind to transcend itself. It refers to the notion of Transhumanism and Posthuman focusing on the human body and its improvement by mechanization.

Because I want to improve myself by myself as an individual being (with my own skills), I exaggerate my prosthesis by making them by hand and with non suitable materials (scraps, wood, ...). On the other hand, it enhances them from a sculptural point of view. The use of wood, for example, forces the gears of a system to change shape, as well as deprived of its function, a machine reveals all the aesthetics of its design.

Moreover the semi-functionality of my devices emphasizes their evocative potential. Eventually, this sculptures with limited function, need our imagination to be fulfilled as machines.

LES ENFANTS D'ABORD!

2024

Wood (pine and plywood), screws, bolts

125 x125 x 100 cm, 98x108x100 cm et 180x98x125 cm



Residency project at Maison Garenne :

A series of 3 emergency evacuation pod prototypes built from old art transport crates. In order to counter the prevailing anxiety about a pessimistic future, I decided to materialize playful and comical proposals to protect our descendants. The sci-fi-inspired design contrasts with the archaic mechanisms in place, creating a retro-futuristic look. The burlesque side defuses the anxiety-inducing feeling of the basic theme to give way to poetic enthusiasm.

FÛTREAU

2023

Wood (douglas), screws, bolts

750 x 750 x 150 cm



Residency project at B2X (Beaulieu-les-Loches, Centre Val de Loire, France)

Installed in a meadow flooded in winter (dry in summer), Fûtreau is an amphibious vehicle that refers to the typical flat-bottomed boats of the area (La Loire). Made with local wood, this ecological and anachronistic construction illustrates the theme of "resilience": the ability to adapt to a change in the environment.

Installation still in display at Roy's pasture between Loches et Beaulieu-les-Loches

CERNUNNOS

2022

Wood (oak), screws

425 x 350 x 200 cm



Residency project at 2 angles (Flers, Normandie, France)

Conceived as a contemporary idol, Cernunnos refers to a major figure of the Celtic pantheon. After getting to know the territory - particularly the Andaine forest - and in consultation with the children of the village, I decided to create an anthropomorphic representation of the fauna. A type of forest guardian, a protective god illustrating the unshakeable power of nature. I therefore reappropriated the figure of the «horned» (Gallic god of fauna and flora, cycles of nature, animals but also hunters) by transposing it into my phantasmagorical repertoire. Built from wood provided by the local sawmill, the project took place in several steps throughout the school year with the help of local residents and contractors. In the end, a significant part of the village contributed to the realization of this work. Like the pagan idols of the past, Cernunnos is a collective construction that could symbolize the amity between the inhabitants and their environment.

Installation still in display in front of the elementary school of Champsecret

GOLEM

2020

Wood (pine), screws

300 x 400 x 500 cm



Like science fiction combat robots, I have build a wreck whose origins and function question the viewer's imagination. The wooden structure leaves indications of an archaic machine but the futuristic «Robot» design drives us to fantasize about advance technology. I deliberately play on this opposition in order to create a "retro futuristic" archaeological situation. Moreover, we do not know if it is alive, dormant, dead. If it is an object, where does it come from, if it is still functional, who created it? All these questions stimulate the viewer's imagination and lay the foundations of a contemporary mythology. This anthropomorphic giant revisit the myth of Golem (relation between human- creation -machine - god) at a time where technological advances challenge ancient beliefs.

Installation still in display in the sculpture parc of La Chataigneraie in Osmoy

SCAPHANDRE

2020

Beech plywood, screws, bolts, nails

70 x 70 x 50 cm



Residency project at Usine Utopik (Tessy-sur-vire, Normandie, France)

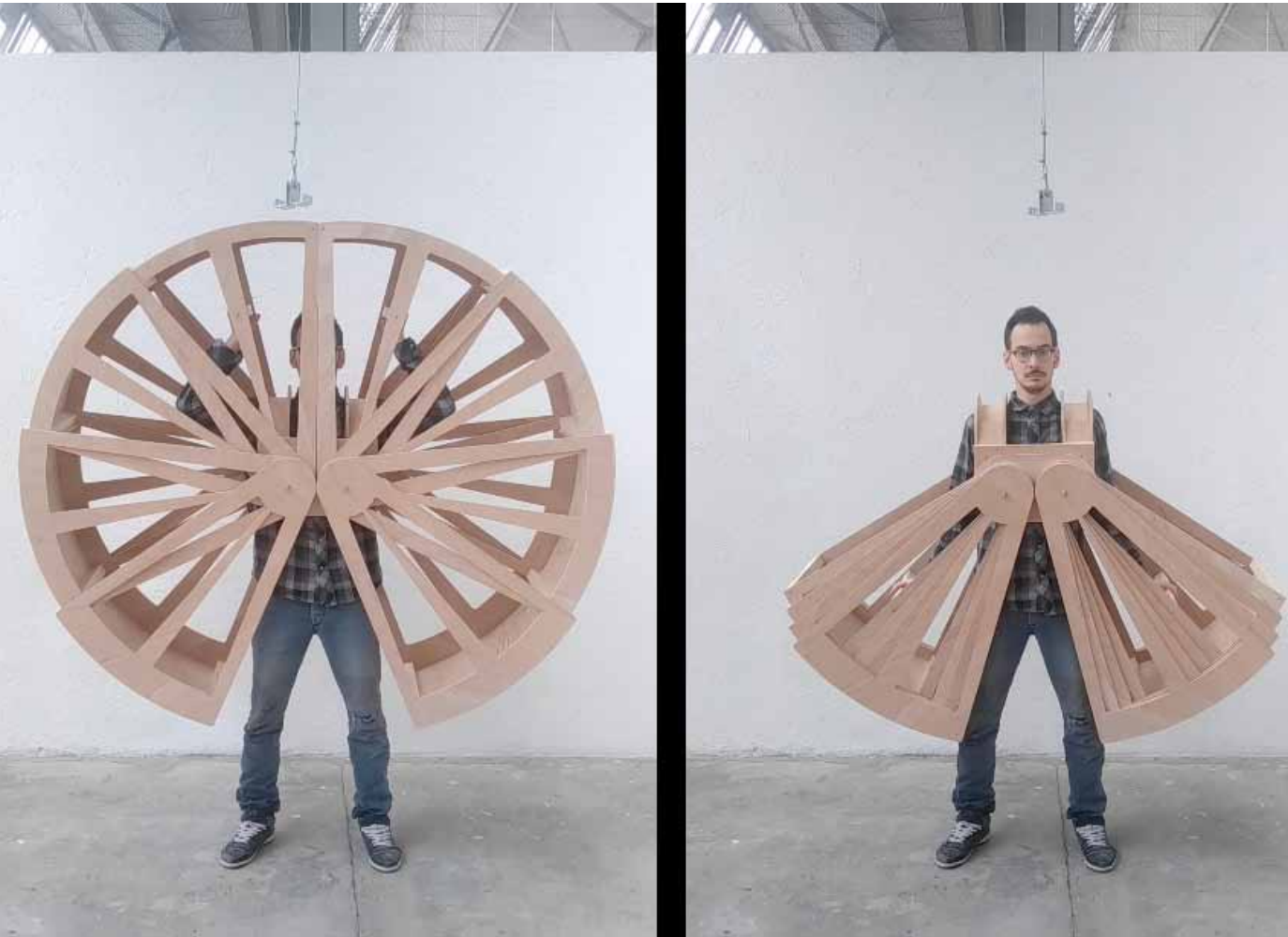
During the Covid-19 outbreak, I have designed fictional individual protection prototypes .

CHRYSALIDE

2020

Okoume plywood, screws, bolts, nails

185 x 185 x 50 cm



Residency project at Usine Utopik (Tessy-sur-vire, Normandie, France)

During the Covid-19 outbreak, I have designed fictional individual protection prototypes .

COCON

2020

Burnt wood (Pine), glue ,nails, screws

170 x 170 x 90 cm



Residency project at Usine Utopik (Tessy-sur-vire, Normandie, France)

During the Covid-19 outbreak, I have designed fictional individual protection prototypes .

NEZHA

2019

Bamboo

110 x 190 x 200 cm



Residency project at Pier-2 Art Centre (Kaohsiung, Taiwan):

«Nezha's six hands armor» is a body enhancement device inspired by a Chinese folklore deity. Made out of local wood with hand tools (Axe, chisel, knife, hand saws) and no screws.

vidéo : <http://www.jonathansitthiphonh.com/nezha>

BUDDHA'S PALM

2019

Bamboo, rope, glue

35 x 90 x 150 cm



Residency project at Pier-2 Art Centre (Kaohsiung, Taiwan)

«Buddha's palm gauntlets» is a hands enhancement device that refers to Son Wukong's capture in the tale « Journey to the west».

Made out of local wood with hand tools (Axe, chisel, knife, hand saws) and no screws.

vidéo : <http://www.jonathansitthiphonh.com/buddhas-palm>

ARACHNE 2.0

2018

Plywood, screws, nails, bolts

100 x 100 x 170 cm



Human octopod machine prototype (version n°3):
Orthesis especially made for an artistic performance with the storyteller Sandrine Gniady. As we are told the story of Arachne, I physically interacted with the narrator's body, gradually transforming it into one of my artwork.

MAIN D'OEUVRE

2017

Wood (pine), screws, bolts, steel wires, puleys

400 x 500 x 600 cm



Project for the Biennale «La Science de l'Art: La Culture du Risque» (France)

Like industrial robot arm, I have conceived my own mechanical system, controlled by sticks and levers. It's an allegory of the use of the human hand as a tool: the decomposition of all its movements in a machine that needs all the human body to be activated.

Video: <http://www.jonathansitthiphonh.com/main-doeuvre>

À QUATRE PATTES 2/2

2017

Wild cherry plywood, screws, bolts

75 x 140 x 170 cm



Residency project at Axeneo7 (Gatineau, Canada):

Human quadrupod machine prototype (version n°4).

Development of a device that allow a human to walk with 4 legs...

Vidéo: <http://www.jonathansitthiphonh.com/a-quatre-pattes-22>

À QUATRE PATTES 1/2

2017

Wild cherry plywood, screws, bolts

75 x 140 x 170 cm



Residency project at Axeneo7 (Gatineau, Canada):

Human quadrupod machine prototype (version n°3.

Development of a device that allow a human to walk with 4 legs..

Vidéo: <http://www.jonathansitthiphonh.com/a-quatre-pattes-12>

OKTO

2017

Plywood, plastic coating, polyester treads, screws, bolts

140 x 400 x 400 cm



Residency project at La Belle Etoile (Grahly, Auvergne, France):

Human octopod machine prototype (version n°2).

Mecanical research on tentacles.

Development of a non human limb.

Vidéos: <http://www.jonathansitthiphonh.com/okto>

COCOON#2: DANGO MUSHI

2016

Wood (Japanese Cedar), nails, screws, bolts

140 x 160 x 160 c



Residency project in ACAC (Aomori, Japan):

Research on the concept of «Cocon».

A human body dimension micro architecture // A transit and transformation space
// Isolated from the outside world, (re-)center on oneself // An introspective
space of reflection that presume a future change.

Cocoon#2: Dango mushi is a shell that you can wear, open or close at your own
will. If you want to be completely secluded from everything else, you have to roll
yourself in a fetal position.

Vidéo: <https://vimeo.com/193017596>

COCOON#1: DODECAHEDRON

2016

Wood (Japanese Cedar), nails, screws, bolts

140 x 160 x 160 cm



Residency project in ACAC (Aomori, Japan):

Research on the concept of «Cocon».

A human body dimension micro architecture // A transit and transformation space // Isolated from the outside world, (re-)center on oneself // An introspective space of reflection that presume a future change.

Cocoon#1: Dodecahedron is a Micro architecture.

A space just for one person to crawl in and reflect on oneself, isolated from the outside.

It's tiny, intimate, private, quiet.

MUE

2016

Oukoumé plywood, screws, bolts

40 x 40 x 12000 cm



Tail prototype (Version n°2):

Articulated tail system link to an harness that can contain a human body.

COQUILLE

2015

Wood (oak), aluminium, screws, bolts

50 x 70 x 180 cm



Robotic armor prototype (Version n°2):

Project financed by a creative grant from DRAC Centre-Val de Loire (France).

Based on the plans of the prototype made in Japan the previous year, I developed a completely new mechanical suit by changing the type of wood. Indeed, the changing properties of the materials forced the design to evolve into a sort of rustic armor.

ICARE 2.2

2015

Wood (oak, beech plywood), screws, bolts

50 x 90 x 200 cm



Human flying device prototype (version n°3).

Tribute to the myth of Icarus and Dedalus.

Vidéo : <https://vimeo.com/133233290>

SARU NO O

2014

Wood (japanese cedar), screws, bolts, bungee cords

50 x 90 x 150 cm



Residency project at AiA (Aso, Japan):

«King of apes»

Like the powered exoskeletons currently being developed in the army research department and by big companies (especially in Japan), I have conceived a mechanical suit in order to enhance my physical strength. Made out of natural local materials «Japanese cedar» and Japanese carpentry hand tools, this armor remains fragile and restrictive for the user. The title «King of Apes» refers to the simian social hierarchy, highlighting the primitive wish of surpassing human limits for military purposes and domination.

Video : <http://www.jonathansitthiphonh.com/saru-no-o>

VPOM

2014

Bicycles, wheelchair, wood, metal

120 x 300 x 400 cm



Residency Project at «Lizières» with Romain Weintzem:

«Véhicule à Propulsion Ondulatoire Musculottracté»

Development and construction of vehicle with scraps. Flying machine prototype made out broken bicycle and other wheels objects.

Vidéos : <https://vimeo.com/90579333>
<https://vimeo.com/98949539>

VPGM

2014

Bicycles, wheelchair, wood, metal

120 x 200 x 300 cm



Residency Project at «Lizières»

with Romain Weintzem:

«Véhicule à Propulsion Giratoire Musculottracté»

Development and construction of vehicle with scraps. Flying machine prototype made out broken bicycle and other wheels objects.

Vidéos : <https://vimeo.com/90271550>
<https://vimeo.com/98949539>

FLYING DEVICE

2013

Wood scraps, screws

75 x 100 x 200 cm



Residency Project at The Josef & Anni Albers Foundation (Bethany, USA):

Development and construction of vehicle with scraps and leftovers from a neighboring construction site. This Flying Device is entirely made out of wood. All the gears are hand made.

NB: The mechanism was design after the dragonfly way of flying.

Vidéo : <https://vimeo.com/154830479>

WOODEN RAFT

2013

Wood scraps, screws

75 x 100 x 150 cm



Residency Project at The Josef & Anni Albers Foundation (Bethany, USA):

Development and construction of vehicle with scraps and leftovers from a neighboring construction site. This Raft is entirely made out of wood. All the gears are hand made.

Vidéo : <https://vimeo.com/154830477>

SOBEK

2013

Wood (Plywood), screws, bolts

50 x 40 x 200 cm



Crocodylian Jaw Prototype (version n°2).

Development of a device that enhance the human jaw. Addition of an articulated tail that follow the user's movements.

BRAS DE FER

2012

Steel scraps, springs, cables, pulleys, bolts

30 x 50 x 150 cm



Mechanical Arm Prototype (version N°1).

Research on a device that could increase the arm length and strength. The use of steel obviously restrains the user's limbs and makes him less efficient.

NB: Mainly made with old bikes.

CHIRON

2012

Wood (oak, plywood), screws, bolts

75 x 120 x 170 cm



Human Quadripod Machine Prototype (version n°2).

Tribute to the legendary centaur.

Development of a device that enhance the human way of walking.

Each leg is linked to a wooden one, allowing you to walk on 4 legs, but preventing you from running.

ICARE

2010

Wood (oak, plywood), screws, bolts

30 x 75 x 400 cm



Flying Human Machine Prototype (version n°1).

Tribute to the myth of Icarus and his father Daedalus. Following their example I have design my own pair of wings out of scraps. After studying how bird wings work, I developed a system to attach the «wing» limb to the human body. Since a bird's wing and a human arm do not have the same joints or proportions, the result is a unique wing shape that, while not efficient for flight, nevertheless responds perfectly to human movements.

The mechanism works perfectly but this device is obviously too heavy to allow me to take off. Flapping the wings is possible but incredibly tiring...

In the end my wings bound me to the ground.